

## **Morgan County Biddy Buddy Basketball Rules**

- Biddy Buddy Basketball is a recreational teaching league.
- Officials will enforce all rules.
- Coaches: 1<sup>st</sup> Technical Foul results in 2 shots for opposing team. 2<sup>nd</sup> Technical Foul results in 2 shots for the opposing team and an ejection from the game and suspension from the next scheduled game.
- Players will receive one warning. Second and third offense are the same as coach's technical fouls above.
- No profanity by coaches, players, or spectators allowed.
- No fighting or disrespectful behavior.
- No running around gym or school.
- No dunking allowed.
- No bouncing balls outside of the gym area at any time.
- No going onto the court at any time except during your game (even during halftimes).
- Players and coaches must arrive at least 15 minutes before scheduled game. Players must sit with their team.
- Games will start at the scheduled time or 10 minutes after the previous game has ended if behind schedule.
- Teams must start 5 players. If Team does not have enough players to start the game at the required time, then a forfeit is assessed. (If a team loses a player to injury or fouls during the game, less than 5 players can finish.)
- Maximum 2 coaches per bench.
- Games will consist of two 15-minute halves using a running time clock. Halftime is 5 minutes.
- Clock will always stop on 2 foul shots, but remains running on one-shot fouls, except final 2 minutes of each half.
- Running time clock will not be used for the final 2 minutes of each half. During this time, the clock will stop on the officials whistle and during all foul shots.
- Teams have three timeouts per half.
- Timeouts can be called anytime by the team in possession of the ball. Timeouts can be called by either team during any dead ball situation.
- Substitutions can only be made on dead ball situations and during timeouts. Substituted players must check in at the scorers table.
- Players foul out of the game on 5<sup>th</sup> personal foul.
- No pressing, except final 2 minutes of each half. No pressing if up by 10 points anytime. Strictly enforced, technical foul will be called.
- Each player must play a minimum of 6 minutes per half. Each player must sit a minimum of 2 minutes per half, therefore a team may have a maximum of 12 players on the roster. Player time sheets must be kept by each team which must be turned into the official at halftime and at the end of the game. Any coach may report a time violation, and the official will review the time sheets. 1<sup>st</sup> violation results in a technical foul. 2<sup>nd</sup> violation results in ejection from game and suspension from next scheduled game.
- If there is a tie game at the end of regulation, a 5-minute overtime will be played, followed by a second 5-minute overtime if needed. If a tie game exists after the 2<sup>nd</sup> overtime, then a shootout will be played (1 foul shot by 5 different players, additional rounds if needed, and most shots made in the round determines the winner.)
- CONCESSION STAND: One parent from each team (4<sup>th</sup> – 8<sup>th</sup> Grade Teams) will be required to work one (1) hour before their game. \*Unless you play Paw Paw, then two (2) parents are required to work one (1) hour before their game. Strictly enforced. Coaches are responsible.
- The first team scheduled to play each day must help set up chairs and the concession stand.
- The last team scheduled to play each day must help put away chairs, close the concession stand, and clean-up.

**\*REMEMBER – Officials, Clock operators, Coaches, and everyone helping is a VOLUNTEER!**

**Please have fun and encourage SPORTSMANSHIP!!!**

Please contact Dawn Beal, MCPR Director with any questions at 301-331-8400.